Code Masters

Music by Matt Grey

COMMODORE 64/128

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# FRUIT MACHINE Simulator

The first real Fruit Machine Simulator including: Cash Box, Nudge Box (with Compu-Nudge and Nudge Bank), Skill Climb, Winning Streak, Cash Gamble, Holds and Mega-Holds, Skill Chances and Party Time Meter!

INTERNATIONAL INSTRUCTIONS

CASH-BASH

ACTUAL C64 SCREEN SHOTS

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NEW RELEASE

10 47

Code Masters

JUST LIKE THE REAL THING

## REEL LAYOUTS

| | | | | | |
|---|---|---|---|---|---|
| Cherry | 1 | Cherry | 3 | Cherry | 2 |
| GFI | | Apple | | Lemon | 1 |
| Apple | | Lemon | | Bell | |
| Cherry | 3 | GFI | | Cherry | 3 |
| Lemon | | Bell | 1 | Bell | |
| Cherry | ? | Cherry | 2 | Lemon | 1 |
| PARTY | | TIME | | GLASS | |
| Cherry | 1 | Apple | 1 | Cherry | 2 |
| Lemon | 3 | Bell | 3 | Lemon | |
| Apple | 1 | Cherry | | Apple | |
| Melon | | Lemon | 3 | GFI | |
| Apple | 2 | Cherry | | Bell | 3 |
| Lemon | | Apple | | Cherry | 2 |
| Cherry | 2 | Melon | | Bell | |
| Apple | | Cherry | 1 | Lemon | |
| Bell | 3 | Lemon | 2 | Bell | 1 |
| Cherry | | Apple | | Melon | |
| Lemon | 2 | Lemon | ? | Cherry | 3 |
| Bell | | Cherry | 2 | Apple | |
| Lemon | 1 | Lemon | | Bell | ? |

ALL THE FUN WITHOUT THE COST!
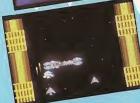
Each player is limited to putting in 1.20 per turn.

## SETTING UP THE GAME

At the start of a game type the number of players, then press RETURN. Then Select the type of game by typing a number followed by RETURN. If you select option two you will be asked to enter a win limit, if a player reaches this limit he will have won the game.

Then you will be asked to type the names of each player, followed by RETURN.

## TO PLAY THE GAME

Use the keyboard or a Joystick in Port 1.

JOYSTICK FIRE or SPACE – Enter coin
JOYSTICK DOWN or RETURN – Start game
  (when enough coins have been entered)
JOYSTICK LEFT or SHIFT (left key) – Move hand left
JOYSTICK RIGHT or X – Move hand right
JOYSTICK FIRE or V – Enter coin/push button
RUN/STOP – Cancel
S – Show Status panel of players current money info.
N – Auto Nudge
Tap          R to quit and start a new game

Use left and right to move the hand over the buttons and use fire to press the button. You can only press the buttons which are flashing.

## WIN VALUE

| | REEL 1 AND 2 | ALL 3 REELS |
|---|---|---|
| Cherries | 20p | 40p |
| Lemons | 20p | 40p |
| Apples | 30p | £1.00 |
| GFI-Go For It! | 30p★ | £1.00★ |
| Bells | 30p | £1.50 |
| Party Time | Party Time Meter | £3.00 |
| Melons | 80p | £5.00 |

### ★Wins in any position, not just win line.

#### Istruzioni

All'inizio del gioco batti il numero di giocatori, quindi premi RETURN. Seleziona il tipo di gioco battendo un numero seguito da RETURN. Se selezioni l'opzione due ti verrà chiesto di introdurre un tetto di vincita, se il giocatore raggiunge quel tetto, avrà vinto il gioco.

Alla fine introduci, digitandoli, i nomi di ogni giocatore, seguito da RETURN.

#### Come Giocare

Tastiera o joystick in porto 1.

| | Tastiera | Joystick |
|---|---|---|
| Muovi mano a sinistra | SHIFT | SINISTRA |
| Muovi mano a destra | X | DESTRA |
| Inserisci moneta/ premi il bottone | V | FUOCO |
| Inizia il gioco | RETURN | GIU' |

(Quando hai inserito un numero sufficiente di monete)
RUN/STOP – Cancella
S – Per vedere lo stato del gioco
N – Gioco automatico

Geben Sie bei jedem Spielstart die Anzahl der Mitspieler ein und drücken Sie dann die RETURN – Taste.
Wählen Sie dann die Art des Spiels aus, indem Sie die entsprechende Zahl eingeben.
Wenn Sie Option 2 wählen, müssen Sie eine Gewinngrenze festlegen. Falls ein Spieler dieses Limit erreicht, hat er das Spiel gewonnen.
Geben Sie nun die Namen der einzelnen Spieler (jeweils gefolgt von RETURN) ein.

### Das Spiel

| | |
|---|---|
| Joystick links oder | |
| SHIFT | Hand nach links bewegen |
| Joystick rechts oder X | Hand nach rechts bewegen |
| Feuerknopf oder oder | Münze einwerfen und Knopf |
| V | drücken |
| Joystick nach unten oder | Spiel starten (nachdem |
| RETURN | genügend Münzen |
| | eingeworfen worden sind |
| RUN/STOP | Abbruch |
| S | Statusbericht über die |
| | einzelnen Spieler mit |
| | aktuellem Geld-Info |
| N | automatischer 'Nudge' |

Al inicio del juego, teclee el número de jugadores, luego pulse RETORNO. A continuación seleccione el tipo de juego tecleando un número seguido de RETORNO. Si selecciona la opción dos se la pedirá que introduzca un limite de ganancia. El jugador que alcance este limite habrá ganado el juego.
Luego ar le pedirá que teclee el nombre de cada jugador, seguido de RETORNO.
Use el teclado o un 'joystick' en la via de acceso 1.

| | | |
|---|---|---|
| Joystick Izquierda | SHIFT | Mueve la mano a la izquierda |
| Joystick Derecha | X | Mueve la mano a la derecha |
| Joystick Disparo | v | Introduce moneda/ pulsa botón |
| Joystick down | RETORNO | Incicia el juego (una vez intro-introducidas monedas sufientes) |

These are other Codemasters games available for the COMMODORE C64/C128

**SIMULATORS**
BMX Simulator
Grand Prix Simulator
Fruit Machine Simulator

**ARCADE ACTION**
Terra Cognita
Super G Man
Red Max
Armourdillo
Thunderbolt
Cosmonut
Lazer Force

**PLATFORM/ ACTION**
Vampire
Super Robin Hood
Mr Angry

**ADVENTURE**
Necris Dome

**GAMES DESIGNER**
Creations

### YOU COULD WRITE FOR CODEMASTERS

Codemasters excellence is a result of utilizing the best games programmers there are. The best programmers deserve the best rewards. If you are good enough to program for us then write to David Darling now, you won't regret it.

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5753X768

| | |
|---|---|
| Game Concept | David Darling |
| Game Design | James Wilson |
| Coding | Tim McCarthy |
| Graphics | Nigel Brown |
| Sound | Matt Gray |
| Sleeve Artwork | Nigel Fletcher |
| Illustration | Alan Hancocks |

### Made in England